JAMES GARNER

SENIOR CONSULTANT
JUL 18 -

Arcadia Group/101 Ways

- On-site via 101 Ways helping Arcadia Group transform engineering and replatform to React/Node.js.
- Pair-owning greenfield component library used accross 7 sites including Topshop, Topman and Miss Selfridge.
- Conducting dozens of interviews and technical tests for 101 Ways.
- Leading migration to React 16.

CO-FOUNDER
MAR 18 - JUL 18

Storydust/Entrepreneur First (https://vimeo.com/277960656)

- EF10 alumnus. "EF is the best place to find a co-founder, build a company and access the world's best investors. We've helped build over 140 technology companies collectively worth over $1bn."
- Co-founded Storydust which helped brands create "authenticity at scale" by letting them curate, license and use user-generated imagery of people using their products.
- Architected and built Google-quality AI image search via unsupervised learning ontology. Subsecond response achieved through map-reduce query planning. Search results were influenced by feedback loops from real world content performance and consumer interactions.
- Designed and built enterprise-scale image processing queue indexing over a million Instagram posts.
- Backend stack: Infrastructure-as-code containerised microservice infrastructure (Node.js/Docker/CoreOS/RabbitMQ/Redis) on Google Cloud Platform, DigitalOcean and Azure with dynamic load balancing and alerting. 100% test coverage verified with Istanbul.
- Frontend stack: Mobile-first React SPA React.

ENGINEER
FEB 17 - MAR 18

Beamery (https://beamery.com/software/pages)

- Early hire in full stack engineering for Beamery pre-Series A to post-Series B. Beamery is the world's most advanced sourcing and recruitment marketing platform, empowering companies to treat candidates like customers.
- Mentored Founders & Coders interns through a full agile project alongside daily junior developer mentoring and pair programming.
- Worked one-to-one with Facebook (US), Balfour Beatty, Grab (Singapore), Greenhouse and Roivant.
- Pair-lead development of candidate-facing Beamery Pages product (Angular) which was key to Balfour Beatty's "Outstanding Impact Transformation & Change" win in the Firm Awards.
- Lead frontend development of hiring analytics product, tracking the candidate journey from first visit to hire through Angular, Keen.io and Elasticsearch.
- Advanced data visualisation and reporting work in React. Supported work on micro-frontend architecture (React/Angular in one SPA). Implemented GDPR workflows, real time socket.io notifications and advanced UI for Elasticsearch filtering. Established end-to-end testing with Selenium and Cucumber before first QA hire.

ENGINEER
MAR 16 - FEB 17

PlayStation (R&D at Sony Interactive Entertainment Europe)

- Full stack engineering for PlayStation's best-in-class developer support platform.
- Individual responsibility and leadership on application's frontend strategy: build process, dependency management, universal JavaScript, migration of tightly coupled frontend/backend code to APIs and Angular.
- Regular work in San Mateo, delivering Angular training to London and California senior developers.
- Lead agile planning and sprint reviews, regularly presenting to Japanese stakeholders.
- Successful long term sprint visualisation project with GitHub/Rally APIs and D3.
- Supported Architecture Board with greenfield AWS project (Node.js lambdas, Serverless, CloudFormation, Elasticsearch and SNS).

CO-FOUNDER
2015 - 2017

Epsilon Data (https://epsilondata.co.uk)

- Epsilon Data was a profitable automated marketing startup.
- One-to-one mentoring with the UK's leading ethical tourism charity.
- Lead generation by finding Twitter conversations and replying intelligently through brands' Twitter handles. Test-driven algorithms avoided spam.
- WYSIWYG landing pages with tracking from automated tweets through to website via client-side SDK.
- "Deep Profiles" parallel crawler technology automatically associated and clustered LinkedIn, Twitter and Facebook profiles.
- API-first insight platform (Node.js) with 0 downtime deployments through CloudFlare API. Failsafe integrations with Twitter, Google Images, Mapbox, GeoNames and Genderize.io.
- Self-service responsive "Client Portal" app (Angular) consuming insight platform APIs.
- Beautiful slide deck reporting with impress.js, Chartist and wkhtmltopdf. 3-year old codebase migrated to Browserify, Babel and Sass build system.
- Expanded company to consumer feedback space with end-to-end solution built on Twilio and SendGrid. Hand-trained "NLP Relationship Health" algorithms built with Apache OpenNLP and MonkeyLearn.

DATA SCIENTIST
NOV 14 - OCT 15

Relative Insight, Lancaster

- Developed Python web scrapers for high profile brands including Oxford University and Smirnoff. Published language normalisation algorithms for Mumsnet and Twitter.

DEVELOPER JUN 14 - SEP 14	🏢 **DataCentred, MediaCityUK, Manchester** • Internship. Co-delivered customer facing support app in Ruby on Rails and Angular within 3 months, reflecting JIRA ticket activity in real-time. Implemented LDAP support in OSS project phpipam.
DEVELOPER JUN 13 - MAY 14	🏢 **NextWorldWeb, InfoLab21, Lancaster** • Moved large legacy ecommerce systems to CakePHP, CS-Cart and WordPress. Automated WordPress theme creation from any site.
DEVELOPER 2011 - 2012	🏢 **Dark Flow** (https://youtube.com/watch?v=yY3QpVo25lw) • Lead a team of 5 developing a "true cross platform game maker". Implemented Mac/Windows/Linux game support through .NET bytecode runner; browser and mobile support through JavaScript generation.
FOUNDER 2007 - 2011	🏢 **DS Game Maker** (http://gamemakerblog.com/2010/09/22/ds-game-maker) • Created famous Nintendo DS homebrew game making software. • Sold over 1,500 serial codes and 350 physical 'Homebrew Kits' by age 17. • Software and hardware adopted at American summer camps and site licenses sold worldwide. International logistics work with Hong Kong and support in German and Dutch.

EDUCATION

DEGREE	🎓 **2:1 Computer Science BSc (Hons), Lancaster University, UK** Distributed Systems, AI, Advanced Internet & Mobile Applications, Operating Systems & Concurrency, Functional Programming (Erlang/Python) and Digital Systems (Pure Mathematics/Assembly/Compilers). Thesis on text and image semantics in Twitter subcultures.
LEADERSHIP	💼 **Lancaster University Computer Science Society:** President (2014 - 2015) 💼 **InterTech LGBT+ Diversity Forum:** Organiser (2014 - 2017)
LANGUAGES	🌐 **English:** Native 🌐 **German:** Fluent 🌐 **Spanish:** Learning

TALKS + HACKATHONS

JUL 17	⌨️ **#HackingTalent** First Prize. Suggesting top candidates for hard-to-fill vacancies by classifying job descriptions to form structured vacancy data. Team of 3.
JUL 17	⌨️ **AngelHack London** Chatbot personal assistant Chrome extension. Native Web Components frontend; Elasticsearch and Node.js backend with multiple API providers. Team of 4.
SEP 16	⌨️ **Capco Hackathon with Monzo and Loqr** First Prize. API clustering spend data from Monzo's API to create financial personality profiles. Tinder-like profile matching client (Angular). Deployed in > 5 hours' keyboard time. Team of 3.
NOV 14	⌨️ **Global Startup Weekend 2014** First Prize. One line JavaScript embed code for reputation based comments, quantifying personality to eliminate on-line trolls. Team of 4.
NOV 14	🎤 **Nintendo DS Homebrew, 2014 Edition** Speaker at DunDDD conference, University of Dundee. "Adventures in the retro Homebrew Scene" and live demo of Nintendo DS development.
JUL 14	⌨️ **Greater Manchester Data Dive** Statistical analysis and heatmapping of ~700,000 Tweets from the Greater Manchester region to find ways to connect the local community. Team of 6.
APR 14	🎤 **InfoLab21 Showcase** Presented "Geosocial Networking Security" research alongside PhD students, looking at reverse engineering Grindr to find user locations.
MAR 14	⌨️ **Hack Smart Streets 2014** 'Most Commercially Viable' Prize. API for public bodies to detect decaying street furniture from crowdsourced imagery using computer vision (ffmpeg/.NET). Team of 4.
AUG 13	⌨️ **LeedsHack 2013** First Prize. Mobile AR game 'Pacman City' on Google Maps. Team of 3.